

WWW.GAMESHARK.COM

number 28

GAMESHARK

MAGAZINE

POKÉMON

GOLD & SILVER

We've got every
Pokemon and
every item
unlocked. Want any?



FINAL FANTASY IX

IS THIS THE "FINAL" CHAPTER TO THE
PLAYSTATION'S 5-YEAR SUCCESS STORY?

use your N64 Gameshark Pro to discover hidden programmer's cheats!

Two, the night before Christmas and throughout the childhood. Every editor has been using their keyboard and their mouse. They know there's very sticky stuff out there with great care. With many gamers hoping that a GameShark soon would be theirs.

The hackers were quite busy inside their cubicles, thinking up new ways to perform some holiday miracle. While of course hacking all the best Shark codes that freed frozen lives, infinite coins, and even the debug modes.

Dr. Atomic was in his office, busy as always, double-checking FAQs and all the game news. Woody Doug was busy updating phone lists and ensuring this prize And Darius' busy working on the latest version's website.

The day sat at his desk checking out games on PC, while Darius' answered support questions and played MP3s. Desmos was busy updating phone lists and ensuring this prize And Darius' busy working on the latest version's website.

When suddenly out in the parking lot, there were such a shout, we all heard from our chairs to see what the commotion was about.

As we peered through the window and focused our eyes, what lay before us was as almost unbelievable sight.

There in the snow outside our front door were eight gay ninjas. A jolly little man in an adjusting his slightly side view mirror. He looked at Ty and smiled, realizing that we should join him outside.

We quickly headed out, hoping to find out all for us winter's night ride.

"Here's the problem here, Santa!" Dr. Atomic questioned away. "I'm in a dire need of some presents," said he, "interview is Christmas Day!" "Santa has no gift! How can this be? Are the elves on strike?" asked Ray. "No! said Santa, "but our toys are no match for the MSX, PSX, and DCX."

It was then that it hit us. "Disgraced! How could we be so blind?" Santa groaned Godshakes, and wanted no game player left behind.

We all hurried to the super secret storage room in back. Santa's sleigh at last. Quickly we loaded in GameSharks, some gently placed while others were thrown.

Now and then this content, some realized something, and began to think.

"And a reminder, you ninjas, we still haven't posted our Game of the Week!"

Lik chimed in. "I've got code saves, and Coadley hacked codes. No worries man."

But never was not content, so he grabbed DS and Darius, which help Uncle Joe play.

While the three ran off, the rest of the staff helped Santa finish the loading.

"Thanks for the gifts," said Santa. "But now I really must be going."

So when he did fly down into the night, our editors heading slowly back to their desks. Woody Doug, head from the warehouse, openly asked, "I can't wait to see what's next."

"Hey, look what we found in the Missing Room," said DS. "They were under the tree!" There were new GameSharks for the Game Boy, the PlayStation 2 and even PC. The crew stood for a moment, not sure of the situation. When, finally Coadley spoke. "You know what this means...we've got a ton more codes to seek. Ho, ho, ho."

"Not to mention new reviews, FAQs, and sales to do. Looks like we're all going to be busy," remarked Dr. Atomic. So everyone went back to work, knowing a worthy gift to be made. But as we continued to work, we began an excitement, if someone far out of sight, "Happy Gaming to all, and to all a good night!"

Jason Overick,
Editor

GAMESHARK MAGAZINE
318 CLUBHOUSE LANE, SUITE 1000
P.O. BOX 1407
HUNT VALLEY, MD 21030-1407

Dear Dullman,
I am currently using a GameShark Pro Version 3.3 with Turbo Rage Wars. Does this game need one of those codes that his to stay on constantly, because I have found no such code on your website. I did find one on a website that isn't with you guys, but then the game started to reset automatically (yes it did!) and after about 30 times it erased the information from my save pack.

My questions are:

1. Does Turbo Rage Wars require a keycode that I am not aware of?
2. Does the game require an Expansion pack?
3. Are there any new version codes that I should be aware of, that you guys did not list.

Thanks for reading and listening,
Tevty Alexander K.

1. No it does not require a KEYCODE.
2. It does not REQUIRE an expansion pack, but it looks a lot better when you have one.
3. When it comes to our website, what you see is what you get. If there is a special procedure or method to get the codes to work, it will be specified on the site.

-Dullman

Dullman,
I have just purchased a GameShark Pro 3.3, and also bought the game Perfect Dark. I first put Perfect Dark on the GameShark Pro and it did not work so I came to the GameShark website and it said to use the Zelda keycode. So I used the Zelda keycode and used other game codes off your web site for the game. When I put them in and tried to play the game, the GameShark went off,

as well as the TV. I checked your website, and don't quite understand the solution to fix it.

Sincerely,
Gray

Gray,

1. First off you'll need either a 3.3 or a 2.5 for the GS codes to work. So you're fine on that.
2. You need to make sure the Code Generator is set to OFF before playing the game.
3. You do need to use the Zelda Keycode, so you're okay on that.
4. There are two sets of codes for the game. Those for Low-Rest mode (no expansion pack used) and Hi-Score Mode (expansion pack is used). You can not cross these codes, so make sure you use only the proper codes depending on if you are using the GameShark or not. This should take care of any all problems.

-Dullman

Dear Dullman,
I would like to know if GameShark.com recommends any other sources for legitimate GameShark codes. I have seen some interesting codes at other locations but since they didn't appear on your website I was leery of using or trying them. I have Star Trek: Invasion for PS2 and was hoping to find a legitimate code to give it extra shields, hull or stop the timer. But so far I have only found them off of your site, but don't want to damage my equipment.

Any suggestions?
Banger05

Most other sources are fine.... It's just you are not "guaranteed." You will have to test one code at a time. If something abnormal occurs remove it and move to the next one. Not all sources publish bad codes, it's just that you're on your own to test them.

-Dullman

dangerous designs

From this month's winners were chosen two Thanksgiving in mind, so those that had yellow, red, and brown scheme were among the few and the proud. This month's first place artist goes to J. Kuchnau, who drew a great picture of Sego's Samba de Amigo's monkey. Look at the grin on that thing! Behind our little monkey friend are Randy McGinnis Jr.'s "Tap" Pikachu and Joshua Norling's huge picture of Wolverine.

This month we also received an original creation from Casey Deslites, which in turn has created a requirement for next issues Designs. I want all of you artists to send me your best original character that you've drawn. Totally made up and 100% your creation. It could be your own Pokemon, your own Street Fighter, whatever. Just make sure it's yours. On the back of your picture, make sure you include your name, address, your character's name, what game they would be in, and your favorite game system. We'll pick 4 winners (1 for each system), and print them. So, you have your orders...get drawing!

Send your Dangerous Designs submissions to:
Dangerous Designs
318 Club House Lane, Suite 1000
P.O. Box 1407
Hunt Valley, MD 21030-1407



Editorial Department

Managing Editor: **Benn Ray**
Editor: **Jason Dvorak**

Spiffy Alias Department

CodeBoy: **Bill Kaufman**
Dullmann: **Dan Ullmann**
Estrogamer: **Erica Crouse**
Derux: **Marc Raley**
Don, The: **Terry White**
Flaffy Dripper: **Jimmy Kick Crab**
Moist William: **Willie Ames**
FNG: **Jason Philbrook**
savior: **Kevin Kaelin**
Dr. Atomic: **Benn Ray**
Dangerboy: **Jason Dvorak**
Matt-San: **Matt Alt**
Doug, Wooly: **Doug Parsons**
Lik: **Chris Machiran**
Anti: **Ray Russ Reese**

Art Department

Art Director: **Marc Raley**
Cover Illustration: **SquareSoft**
FNG's Sidekick: **Lik**
Fluffer: **Bill Kaufman**

Circulation Department

Database Destroyer: **M. Beard**
Huh?: **Dan Ullmann**
Concerned Expression: **Kris Anderson**
Blind Rage: **Andy Livingston**

Subscription Information

Got a hole in your soul that can only be filled with GameShark content? There's only one thing to do baby, have GameShark Magazine delivered to your doorstep every other month!

Visit Us Online: www.gameshark.com
Call Us :- (410) 785-4064

Send a check or money (\$16 + 6 issues) to:

GameShark.com
CodeName: Who's Yer Daddy?
318 Clubhouse Lane
P.O. Box 1407
Hunt Valley, MD, 21031

GameShark is a trademark of Interact Accessories, Inc.

www.gameshark.com

contents



The final 32 Bit Final Fantasy comes home, and senior has all the juicy details in his review and FAQ. And we mention the Game Shark codes?

PSX CODES

207 Racing Star
Breath of Fire IV
Chicken Run
Driver 2
FFIX 1001
Evil Does Hell to the King
Final Fantasy IX
Garden Battle Assault
Harvest Moon: Back to Nature
Model of Honor Underground
Ready 2 Rumble: Round 2
Spider-Man

N64 CODES

Crash's Escape
Hadden 1001
Alta Harris Soccer 44
Ogre Battle 44
Ready 2 Rumble Boxing: Round 2

GBC CODES

100 Generations
Air Force Delta
Donkey Kong Country
F-18 Thunder Strike
Magical Drop
Pokemon Puzzle Challenge

DC CODES

Aerowings 2 Introbox
Canon Spike
Flag To Flag
Frogger 31
Honey's Revenge
House Of The Dead 2
Jet Grind Radio
Ready 2 Rumble: Round 2
Resident Evil 31
Nemesis
Ramp Terror's Reelin
Sinja Warble Fishing
Shenmue
Silent Scope



Reviews:
KISS: Psycho Circus (DC)
Quake 3 (DC)
Jet Grind Radio (DC)
Silent Scope (DC)
Senna De Aviao (DC)
Shenmue (DC)
Thicken Tag Tournament (PS2)
Mega Man Legends 2 (PS2)
Model of Honor Underground (PS2)
Dukes of Hazard 4 (PS2)
Muppet Race Mania (PS2)
Crash's Double (N64)
World's End (N64)
Andy Warhol: Super's Heroes 2 (N64)
San Francisco Rush 2049 (DC)
Pokemon Gold (GB)



CodeBoy Rant
Nostalgia the PS2, Bethesda State, and CodeBoy's commentary on the usage.



Game Release Schedule
As your eyes roll back after witnessing the constant Christmas rush of game releases! Check out the latest Game Release List to see what's coming up after the New Year.



Signature Codes
This is it! Pokemon Trainer, after one year's been waiting for, it has needed just about everything you could want out of Pokemon Gold and Silver. Check out the extensive list of how to give you any money, any Pokemon, and any item to the game!



To Hack With It!
PS2 Does you inside the PS2 GameShark Pro's Memory Editor, and shows you how you can unlock hidden programmer cheats. PlayStation fans will get to see the various code types that they can create.



Programmer Capers
While we eagerly await the arrival of the PS2 GameShark 2, we knew we couldn't leave the PS2 players out in the cold, so we've got the hottest programmer cheats to help you out.

INSIDE BACK COVER

Game Shark Upgrade Policy

GameShark Frequently

Asked Questions

GameShark Magazine

Subscription Information

Tekken Tag Tournament P52

By Christopher

Hence, as well as in the PS2 itself, took a LOT of risk during the Japanese release. With no playing still being worried for, games were getting torn apart because of the polygon "jaggy" that show up and some of the very nice line break up that support in the floor. But not, all has been taken care of. And it seems to now, and pulled off it show. The characters and the backgrounds are airbrushed. Bodies properly bend when they should, body parts all move in real dynamics, and everything has depth and curves. Even the backgrounds have been given a huge overhaul, probably even more than the characters themselves. No two are ever in the exact same position, and they're all in full 3D. Every corner. Hence took the extra steps to buy in two camcorders for the watchful game to find. I'll leave those up to you to find. Every other expensive and well-trodden has already dragged the gorgeous lighting effects and reflections and colors through the complimentary adjective post enough times, so we'll now move onto the sound department.

Hence where I can fully appreciate Tekken Tag. Through the series, the music has always been a gift and like situation. Sometimes good, sometimes bad, but here, hence trying to focus and pulled off it show. Hence the music is a gift. The game has the weird mesh of techno mixed in with techno style themes. There are plenty of sound effects and voices to hear as well, though sadly not much in actual spoken word department.

Now comes the deep dark evil section of my review: the controls and control system. To this day I cannot stand Tekken's control system. There's nothing wrong with the directional stick, nor the side stepping, but it's the 4 attack buttons and how they're used. I find it really disheartening that if I am in a jay, all I need to do is find on button to pull off a combo. Too many of the characters are pretty of this, especially Eddy, Hwoarang, Lee, Foe, and, and slightly like. The controls are too easy to use, and they're too easy to use, and just the very fact that I've put on a 6 hit combo without ever needing to touch the directional pad is a little bit too simple.

That game made, everything else with the game is almost perfect. Plenty of characters to unlock and of course, the usual training, Survival, and other modes. Hence is more for.

QUAKE III

By Kevin

First Person Shooters (FPS) have always been PC only. I'm not saying there weren't any FPS for any consoles. I'm just saying there weren't any worth playing.

Things have changed. A new day is upon us, a day when consoles are powerful enough to run highly detailed characters through 3D environments at high frame rates. A day when split screen, multi-player action doesn't mean a drop in game speed, a day when a burst in RAM means you can get online and playing console games with minimal lag. A day when a keyboard and mouse are readily available, easily attached and cheap. All of these are great things for the console FPS. Q3A takes advantage of all the aforementioned Dreamcast attributes.

Graphically, you're looking at the same game, PC or DC. Unless you've spent a little cash to upgrade your PC hardware, you're not going to get a better framerate or much better graphics than you'll find on the DC version...during a single player game, that is. You will notice some minor graphical changes when playing with player slot screen.

As far as controls go, you've got a few options, a you've never played a PC FPS before, and you're gonna need to control found in console FPSs, you'll feel right at home with Q3A's default controller setup. If you have played PC FPSs, and you ONLY play with the keyboard/mouse combo, get out to your local videogame retailer and pick up one of each. The game recognizes them once they're plugged in and loads up the default keyboard/mouse settings.

If you want the best FPS experience possible, a powerful PC and a copy of *Rogue Spear: Soldier of Fortune*, Q3A can't be beat. But if you can't or don't want to play games on your PC, then is the best FPS action game going to find on a console. And with the ability to hook up a mouse and keyboard, you'll still be getting a damn fine experience.

Platform: PlayStation 2
Genre: Fighting
Developer: Namco
Publisher: Namco

OVERALL RATING: 8.2
Graphics: 9.5
Sound: 9.0
Controls: 7.0
Fresh Factor: 7.0
GameLife: 8.5



Kiss Psycho Circus: The Nightmare Child

By The Don

Okay, here's another First Person Shooter (FPS), and it isn't coming with anything cool to make you run out and buy it (except that it carries the KISS name). Kiss Psycho Circus doesn't do anything to break away from the FPS formula. It has blood. It has gore. It has guns. It features walking in rooms, through corridors, picking up health, and ammo. Psycho Circus takes place in what seems to be an abandoned children's world. Your mission: find clothes and boots and stuff.

The gameplay is terrible with only controller support. Similar to that of Quake, which is the reason why Quake's developers offered mouse support and keyboard support with their other games, smartly. Since Lifesteal removed the Multiplayer option, there's a little reason to buy the game. What's a FPS with out-network play? They didn't even make up for the lack of a Multiplayer Mode with a Deathmatch Mode. As you can see, this title isn't a lot through the PC version part. It has lots of beginning movie and the PC has to show you to understand the story a little better.

The music is the cool, normal techno sounds that you hear to a FPS, even though this is a KISS title. You really don't hear much KISS throughout the game at all. Graphically, Psycho Circus is impressive with its seamless graphics. There's virtually no slowdown when there are a billion creatures on screen, but other than that it's lacking. The backgrounds are cool, but they're far from being great. The use of bones everywhere to make up for the lack of polygons is very obvious. A few textures are sharp but the architecture is very blocky.

There's no reason to actually play this game. I wouldn't even rent it. But if you don't take my word on it, you be the judge.

Jet Grind Radio

By Christopher

With great cartoon style graphics, and a cool plot and decent sound combined at all, Jet Grind Radio stands out among recent game releases as something special.

Your character, a skate punk in Tokyo-to (a city in Asia that resembles Tokyo, according to the game booklet) and the leader of a gang of graffiti artist skate-punks, must battle for turf and avoid cop crackdowns, all the while growing to the music of Professor K on Jet Set Radio, Tokyo-to's coolest underground radio station.

The music isn't by Professor K and realistic sound effects combine with the colorful graphics to make an effective atmosphere for our futuristic graffiti artist, skate punk hero. The graphics are smooth and look about as awesome as a cartoon on your television. And, despite Sega's added disclaimer for the U.S. version of the game, stating that they do not endorse real life graffiti, they now state it quite the opposite and advise, endeavor within the context of the game. You can create your own graffiti in the game, or make a .jpg and download it through your Dreamcast browser. There are a ton of options for creating your own graffiti, even right in the game. There are tons of colors, a lot of ways the color can be modified, including hue, saturation, color, size, rotation, skewing and spacing (and two different alpha-beta's).

Control in this game requires practice and skill to use effectively, and precise control is very important in this game, it can be the difference between getting caught by the police and shot, with rubber bullets and getting away. Being caught on the wrong side, the control has a higher than average learning curve but is much more precise in the long run. Analog sticks make it a lot more fun to pull off tricks and a decent watch the game is it's happening. Some of the menu controls aren't as intuitive as the in-game controls, but these also don't require the knowledge of the in-game controls.

All of the different factors involved: sound, graphics, tricks, characterization and a decent plot all come together to make a game that's fun to play and really is fun to watch. Jet Grind Radio would definitely be a great addition to any Dreamcast library.

Platform: Dreamcast
Genre: Action
Developer: Gathering
Publisher: Take 2 Interactive

OVERALL RATING: 5.2
Graphics: 7.0
Sound: 6.0
Controls: 6.0
Fresh Factor: 4.0
GameLife: 4.0



samba de amigo

by Janitor

When I first held the manico in hand, shaking them to the samba beat, I realized what a fantastic genre this is. That's why I know, no matter what I write in this review, there's no way I can possibly convey just how much fun this game is to play.

On screen there are six circles forming a ring: top left and right, bottom left and right and middle left and right. Small balloons form in the center of the ring and move out to the circles. By moving your manico up and down, you can float the different circles (holding the manico allows you to shoot down highlights the top circles, holding them around waist level highlights the bottom circles). The object of the game is to have the circle highlight when a balloon is inside of it and shake the manico to burst it. The balloons are timed so that they arrive in the circles on rhythm, thus you need to shake the manico on rhythm to burst them. Every so often a pirate will show a person playing an incredible way and you'll have to pulse to match them (for example, right manico up, left manico middle). It seems easy enough, but it gets tough when you've got manico in different places (one high, one low) or both manico on the same side at your body (up left circle and middle left circle) and you've got to keep track of both the balloons you're bursting and the circles, forming in the center of the ring.

There are several different modes of play (Jacaranda Mode, Original Mode, Training Mode, etc.) but the two best places to spend your time are in the Challenge Mode and Party Mode.

Challenge Mode sets you up with a song and a challenge, whether it be to burst at least a certain percentage of balloons, pass at least a given number of games or something else. Completing these challenges will unlock different songs for you to shake your manico in to Original Mode.

Party Mode is best for multiple players. You can just head to head in standard battle, play some live competition but not use the score or win/lose some mini-games.

You may notice that I give this entire review from the perspective of someone who owns the manico, and not someone who plays the game without them. That's simply the game left as fun without the manico. If you don't have the extra cash to buy them, don't buy the game. At the very least rent it first. If you can afford the manico, and you've got friends who aren't too afraid to give a game like this a try, I highly recommend you pick it up and throw a Samba De Amigo party, pronto.

shemue

by PHO

The long-awaited title *Shemue* has finally arrived in the states and the only truly negative thing I can say about it is that "Why did we have to wait so long?"

The graphics throughout the entire game are absolutely outstanding. This is simply the best looking game to ever grace a home console. The scenery can simply be described as eye candy, from the hills and trees in the distance to the weather beaten roofs located throughout the towns, this game is nothing but impressive. There's even a Sega Saturn in the den of the fixate home that can be played when you win Saturn games from special drawings held at certain shops in various towns. One of my favorite things about *Shemue* would have to be the ability to play video games within the game. While playing *Hang On*, *Space Harrier*, *Darts*, or *Billiards*, it's possible to actually spend 2 or 3 REAL WORLD hours playing them.

The music and voice effects in *Shemue* are wonderful. But the voice acting could use a little work. Do other countries honestly think that all Americans actually talk like that?

It seems like 90% of the action related today have *POWERS* control, or simply have a fun like controller configuration; *Shemue* is just another game that fails a bit short when it comes to control, but nothing too bad. There aren't many times that controlling *Shemue* becomes a chore, but when the controls are in the wrong position while fighting 3 thugs at once, things tend to get a bit frustrating.

I'm sure this title will be played said to finish several times before I finally decide to review it for my *Demo*. The only thing I can say at this point is "Wow," and "Thanks for making a game this cool!"

Platform:	Dreamcast
Genre:	Simulation
Developer:	Sega
Publisher:	Sega
OVERALL RATING:	9.2
Graphics:	9.0
Sound:	9.0
Control:	8.0
Fresh Factor:	10.0
GameLife:	10.0



silent scope

by Codefly

Let me give this out of the way now. *Silent Scope* is a very short game. It's not saying that it's bad, I just wanted more time in it than a few levels. We can take different paths, so there's a lot of replay in the *Story Mode*, but most of the action is in the extra challenges. Training based on time, accuracy, consistency and a few other factors provide work over 100 additional challenges beyond the initial *Story Mode*. Repeating these training courses allows you to have your skills not only with the scope, but more importantly without. At some of the higher levels you don't have the time to use your scope and must line up and take your shot without a few seconds.

The characters in the game may be a bit repetitious, but the detail is incredible. Very little scenery is on the outfit of your target, from knee and elbow peak to extra clips to eliminate, no detail went left out. Though the premise has you allowed to a rail, much like the *Virtua Cop* series, the camera angles are never forced or awkward. At some points you are caused to flick in the movement of your character who targeting, but I think this merely adds to the ease level of the game, and is not a detriment. The sound was also handled very well, many times with just the sound of your rifle and the wonderful background scores.

I've said you the game was short, and here's the only other thing that you might complain about; the lack of a gun peripheral. Now what I mean to say is, this game requires precision, not speed first. The control was just as I expected, smoothness on the screen, zoom in, zoom out. When perched on a rooftop there's little worry of being spotted or hit, so you have time to line up your shot. When facing enemies at point blank the rifle becomes harder to use and the scope merely a burden at that point, much like it would be in real life. Yeah, it's no *Virtua Cop*, but either a lack in the production of the rifle, not being used in which you can pull the trigger, again life will do you no good there.

I'm been far too long of a wait for a sniper game like this one, where you could actually take your time and line up headshots. Oh god it's back, even if it is a bit short.

Muppet Racmania

by LB

I like it! I am not a big fan of Mario Kart styled games, but this one I do. The Muppets are involved, so of course it has to be a good game. No, seriously, it is a mid game, let me explain...

This game is packed with awesome old scenes from all of the Muppet movies, all of your favorite characters are involved in the game. The important factor here is the game life, the game is so much fun. While it is still your average Mario Kart style game, you have tons of levels that are all from the various Muppet movies and there are a lot of involved, tons of levels to unlock. The cool feature with this game is the different characters to unlock, and each has special cars to unlock as you score high points in the game. Of course you have certain weapons and devices to throw your opponents, but they are with a Muppet twist. The duckies, porcupines, and many other ridiculous things.

The game play is not bad either, the game controls very well. Each character is pretty much the same in control and movement. I found myself really liking the way the levels are laid out, with lots of different paths to go in and lots of shortcuts here around the tracks. Check out the battle feature; while it is totally pointless, it is also very entertaining. The game has various different modes of play, and yes the Ruggles are involved in the game, well at least the *Scars*.

The graphics are done moderately well, so the goal of the game is in the game where the graphics are really blocky and the clipping is horrible. The game has a rich, cartoonish style. The levels are based upon different situations in all of the different movies, with each being totally different from the next. The sound isn't that bad if you like Muppet music. I myself find it nasty, but who doesn't have a tear in their eye when you hear Kermit sing the "Rainbow Connection" song!

Platform:	Dreamcast
Genre:	Action
Developer:	Konami
Publisher:	Konami
OVERALL RATING:	9.0
Graphics:	10.0
Sound:	10.0
Control:	8.0
Fresh Factor:	10.0
GameLife:	7.0



Platform:	Dreamcast
Genre:	RPG
Developer:	Sega
Publisher:	Sega
OVERALL RATING:	10.0
Graphics:	10.0
Sound:	9.0
Control:	9.0
Fresh Factor:	10.0
GameLife:	10.0



Platform:	PlayStation
Genre:	Action
Developer:	Midway
Publisher:	Midway
OVERALL RATING:	6.2
Graphics:	7.0
Sound:	5.0
Control:	7.0
Fresh Factor:	4.0
GameLife:	5.0



Dukes of Hazzard it Daisy Dukes it out

By Dr. Albino

It's a fair expectation that when a sequel is released, that sequel will actually improve on the original, especially if the original contained deep flaws that ruined the game. However, when the original was a best-selling game, despite its flaws, there's only so much motivation for the game developer to correct any errors. So the best you can hope for is a sequel to Dukes of Hazzard is that they don't make the game any worse. Unfortunately, not only did Southpeak Interactive not fix the most overwhelming flaw in the original, it added a few new ones. Just to make sure the game was completely ruined.

The story here plays out like your typical episode of the TV show *The Dukes of Hazzard*. It's boring, irreparable and contrived. And while that worked well for the original game, the novelty here has almost been worn off. That is most evident when the game, *The Play*, are decent, and the voice acting (featuring tiny voices of the cast of the show) is in perfect sync with its television counterpart. Unfortunately, the gameplay graphics are pretty poor. There's plenty of annoying fog, and some pretty annoying clipping problems that affect your game play.

The sound effects are tinny and basic, as mentioned above. The voice acting in the PS1's *Hazzard* quality, but the in-game vocal directions can be maddening on my drive home last night. I found myself saying "I think I'm left now... I think I'm right now... the whole way."

The line graphics and dull sound effects can't be overlooked if the gameplay was actually good. But it seems like the developers of this game actually made an effort to ruin it. The vehicles still have to be controlled. The missions would be challenging if you could actually control the vehicles, but as it stands, they are downright impossible to finish. And if that fact alone, there are someones like the game stopping in the middle of play to load a new map level the game is over.

Games should be fun. This game should be a ton of fun. Unfortunately, the controls are so horrendous, and the game design is so ill-conceived that it is basically agonizing to play. For me, all love the Dukes, but even that doesn't help this game.

Medal of Honor Underground

By Dullman

Taking last year's *Blackwater* beyond the next level, Dreamworks Interactive has outdone themselves this time around. Featuring 24 levels that 7 missions across North Africa and Europe during epic World War II, you play Marion, your French resistance guide from the original *Medal of Honor*, infiltrate, investigate and wreck havoc as an underground rebel. And he's leading your country, your leader, you are defeating and the fight for freedom is your hands. What's a girl to do? Marion says FIGHT!

Battle the Reich with all new weapons including, but not limited to, the devastating *Phosphor*, a super elite, *Red Bull* (beats and the *Red Bull* is also new to this installment) is the ability to team up with a buddy. Along with these new features, the enemies are even more deadly. Now Germany's fight with tanks, half-tracks and even more, you or motorcycles. And if that isn't enough, the AI has been beefed up more than *Charlie Sheen*. With all the enemies, hide, yell, dodge and call for help (in German of course) to escape your snafu, but it's not all battle all the time. Stealth becomes a major key to success during a handful of missions.

The graphics in this installment are a lot smoother than the previous ones. The frame rate has been upped a lot and you've had been improved. Clipping seems to be the only thing in this risk at this almost flawless game.

The in-game audio is probably the most accessible feature of *MOH Underground*. Hear the Nazis communicating, lighting cigarettes, yelling and sound the alarm as you listen for gunfire in the distance. There is much more ambient in the line around.

This game is a must have if you own a PS2. Be without it would be uncharacteristic. The gameplay, storyline and extras are what we all look for in a great title and *MOH Underground* is bursting with 'em.

Platform: PlayStation
Genre: Driving
Developer: Southpeak
Publisher: Warner Bros.

OVERALL RATING: 2.2
Graphics: 4.0
Sound: 4.0
Controls: 1.0
Fresh Factor: 1.0
GameLife: 1.0



Mega Man Legends 2

By Woody Doug

Mega Man, the little lioner that cost. It seems like I've been playing *Mega Man* in one form or another for most of my life. *Mega Man Legends 2* is a good game, but it's not going to win any awards.

One was that Capcom has excluded it with *MM2* is creating a nice, deep universe. There's plenty of back story to keep the player intrigued, and lots of minor characters that make repeat appearances from other Capcom games with the game. The story is all told in really nice looking cut scenes that all use the game engine. I prefer this a lot more than FMV cut scenes.

The gameplay within the story can get kind of tedious, and it's not helped by the control which has a really steep learning curve. It takes a long time for it to become anything close to resembling intuitive. You run using the trigger buttons and it just doesn't work. In close combat, it's really important to stay away from an opponent. Luckily there's a fairly visible lock on feature that makes attacking your opponent a lot easier.

The graphics are cool. They're really stylized and pretty good. Unfortunately, they're blocky and prone to clipping. If the game would be doing cut scenes, the scene would have been much better. The enemies are all really well designed, and the characters are more than fine. I think all this costumes was at the cost of soft distance, fogging and shadow though. What's done up looks pretty. What's for off looks great. That's the price of 3D-bit processing I suppose.

When the choice, it's got to be the choice. When you're over the new 3D engine, Capcom knew what they were doing, and they did it well. Their 3D engine into turning the 2D hero into a 3D one is a nice effort, but it doesn't live up to the *Knuckles* style days. Still, if your desperate for a third person action-adventure title, *Mega Man* will satisfy you for a little while.

The World is Not enough

By Gengenboy

It's not often you see a company take a game series and do better with it than the original creators.

First thing I'll tell the control. First I don't need to say, as the game system almost the exact same control style as *Golden Eye*. There are two major differences here, you can now jump, and have access to more Q-tilts. *Gold* is equipped with the "standard" issue Q-tilt, which features 12 darts, a slammer option, a laser, and the ever-important grappling hook. As for weapons, as you game hungry. We're talking *Uzi*, *magnum*, *hollips*, *KA-35*, *shotgun*, and of course, the *grenade launcher*. The control is dead on, with the only real glitch in close quarter jamming. Also interesting is the inclusion of hot swap functions. These allow you to switch between the items and weapons, as well as your weapon style without having to press the game and use the item menu.

The graphics are top notch, with some interesting details and a few sacrifices. The textures of the game are done extremely well, especially on the characters. There's also plenty of good "extra" in the game as well. The game uses a random generator for placing the extras in the game. They'll still be in the same location, but the actual person standing there may be different. This not only adds a bit of replay value to the game, but also shows the extra steps the programmers were willing to go to make you want to play the game.

The only downfall that the game has, which prevents it from getting a perfect 10 is its AI. *Player* *Alone*. While it has a wide assortment of weapons, and has hidden ones that you need to earn, most of them are way too small to be enjoyed. There's also an insane glitch in the re-spawning process. You're brought back at a completely random spot each time. Usually, after this once I came back from the dead in-between two distant galaxies, just to die within minutes of returning. Also, if you want to even stand a chance, make sure you play with *Nintendo* and not the computer controlled bots. I must have played 15 rounds, and the bot characters won 13 of them in under 5 minutes.

So what is that missing ingredient that makes this game work over *Perfect Dark*? *Style*. There's just something about the *Gold* world, and it's the *cinematic* *cinematic*, the very humor that's sprinkled throughout, or at the agency the game presents to the player. Granted, this game is missing the *Monopoly* *revenue* that I loved in *Golden Eye*, but hey, it's worth every cent otherwise.

Platform: PlayStation
Genre: Action
Developer: Capcom
Publisher: Capcom

OVERALL RATING: 6.9
Graphics: 7
Sound: 8.5
Controls: 6
Fresh Factor: 7
GameLife: 6



Platform: Nintendo 64
Genre: Action
Developer: EA
Publisher: EA

OVERALL RATING: 9.3
Graphics: 9.0
Sound: 9.5
Controls: 9.0
Fresh Factor: 9.5
GameLife: 8.8



CRUISE EXOTICA

By Duffman

When consigned to its predecessors - *Cruise USA* and *Cruise World* - not much has changed, spelling out the criteria for this latest installment from the genre. With only a few extra little "improvements" (or lack of a better term) to help highlight differentiate this sequel from the original, *Cruise Exotica* is flat out horrible.

Play one to four players simultaneously in three modes of play - *Cruise Challenge* (drag race, time trials), *Cruise Freestyle* (practice), and *Cruise Casino* (betting). Select one of six crazy drivers including, but not limited to, a baby and a clown. *Opushev* (rascal) begins with one of thirty exotic vehicles (12 default and 18 unlock). Along with the hidden cars, you can also find new game modes, tracks and more by earning "travels" from driving, from victories to losses.

Ramp this means new tracks with a total of 46 variations ranging from Korea, Atlanta, Las Vegas, Hong Kong, Alaska, India, Ireland, Iceland, The Amazon, Tibet and more. Throughout the game you'll encounter graphically horrible scenery such as deserts, forests, cities, and even some tracks. But you won't be impressed with the visuals. It's not eye candy by a long shot.

Control is as simple as ever. A accelerator. It brakes and honestly that's it. Just grab the controller and you're set. Double tapping the accelerator will give you a boost, which is a nice touch. Any advantage is better than none, but it doesn't make this game good.

Midway claims to have improved the graphics of this series, but it is not obvious. Its gritty beauty, maddening frame rate and simplicity is almost blinding. One plus in the game rarely drops or slows down. Our old friend the infamous "pop-up" is abundant in all of its glory. Hills, buildings, canyon walls, trees all magically pop into your screen. Not quite David Copperfield, but hey, it's a *Midway* title, what can you expect.

The great arcade games have come to laptop (and made their way into home version), complete with home video samples such as "Can you dig it?" and "Right on!" There are some strange quasi-instrumental pieces, but again, they fail to stick to your brain. Don't plan on humming these tunes toward the office the next day.

Overall this game sucks. Do not even consider spending money on a game to lead to the store to think about buying it. This series should have ended with *Cruise USA*. Hopefully, they'll take the advice of the masses and kill the series with *Drive One*.

ARMY MEN: SERGE'S HEROES 2 BY FNG

Unless you're a huge fan of the *Army Men* series, you won't be too excited at this mediocre title from 3DO. The graphics are bland, the framerate is SLOW, and there seem to be no improvements over the last *Army Men* title. If you're willing to look past the poor visuals of *Serge's Heroes 2*, there's still the problem with camera angles and poorly laid out controls.

The entire configuration is extremely confusing, and takes quite some time to become accustomed to. It's difficult to run properly when in *Full Screen Mode*, the camera seems to always be in the wrong location, and the clipping issues jumping from ledge to ledge almost impossible.

If you've played the first *Army Men: Serge's Heroes* title, then you've played this one. The only difference between the two is the sticker on the cart, and the box art. (You're still on the Green team, you're still trying to stop the evil Ten Army, and the game is still way too easy to play through.)

The only thing that will keep this game in your canon is the multiplayer mode, unless the graphics and control problems are too much for you to handle. The excitement of racing 3 of your closest friends into a pile of bubbling plastic can only be surpassed by the satisfaction of knowing that they all have to endure the torment of playing this title right along with you.

What's the best thing about *Army Men: Serge's Heroes 2*? It'll be able to play through the entire game before it's due back to Blockbuster, so you won't ever have to spend more than \$14.00 to get stuck this game.

Platform: Nintendo 64
Genre: Driving
Developer: Midway
Publisher: Midway

OVERALL RATING: 5.0
Graphics: 5.0
Sound: 5.0
Control: 5.0
Fresh Factor: 5.0
GenreFit: 5.0



POKEMON GOLD/silver

By Genat

At the heart of the Pokémon experience lies the collecting element, and with 100 new monsters to collect, *Pokemon Gold/Silver* does not disappoint. *Gold/Silver* introduces two new types of Pokémon: Dark, Psychic and Steel. As usual, you can capture Pokémon by walking at night grass, fishing and surfing, but in *Gold* you can also use the Bandeau and netherball skills to reveal hidden or legendary Pokémon. As in *Red/Blue* there are several monsters that are unique to the *Gold* and *Silver* versions, so players have to trade with their friends to get them all.

Gold/Silver also introduces Pokémon breeding, which adds a whole new dynamic to Pokémon collecting. The majority of Pokémon are now available in two genders which can be bred at the Day Care Center to produce eggs which hatch into baby Pokémon.

Another important addition is the element of time. The time of day, morning, day or night affects which types of Pokémon you will encounter as well as the behavior of various characters. Certain events, such as the Pokémon catching contest, only occur on certain days of the week.

The combat system is more or less the same but includes lots of new skills as well as a few changes to add needed balance. For example, sleeping Pokémon now attack the turn they wake up and Earthquake isn't as ridiculously powerful as it used to be.

The addition of a new pack makes for a greatly improved item management system in *Pokemon Gold/Silver*. The pack is divided into separate compartments: potions, antidotes, TM/RMs, key items (keys, rods, etc.) and Pokéballs.

Gold/Silver has two main story arcs, the first takes place in a new realm called Johto and the second in Kanto, the region featured in *Red/Blue/Yellow*. There are also dozens of side quests (including people typos), crime rings to break up and missions to perform. All in all, you're in for a good 60 hours of game play the first time through.

Constantly, you can't play *Pokemon* for the hot graphics and sound, but *Gold/Silver* has adequate looks and sound to keep you interested.

Fans of the original *Pokemon* obviously don't need a recommendation and have probably already picked this up and are playing through it as I write this. For those poor RPG players who thought *Pokemon Red/Blue* was a bit too simple for them, I'd suggest they give *Gold/Silver* a try. It's a lot more involved, and a lot of the annoying and repetitious elements have been fixed.

SAN FRANCISCO RUSH 2049

By The Don

I'm disappointed in *San Francisco Rush 2049* for the Game Boy because it doesn't even compare to the rest of the series. I understand Midway was given the responsibility of converting this title from console to hand held, but it was a very poor attempt. The only characteristics that the Game Boy title carries from the other versions is the name. The GB version features, like tracks, five cars, Time Trial Mode, and a password drive. You're only able to access one track in the beginning. You can unlock the remainder of the tracks by winning the races.

If you think of *San Francisco Rush* as a regular GB race, it would compare to games like *Micro Machines* and *Drive & Chase* along the line of a side-scrolling up-and-down races. The tracks attempt to give a futuristic feel. They also try to give a 3D effect by having them overlap. I found this visually annoying because if you're driving under an overpass, it is difficult to see you or for a second.

In addition, the speed of the game isn't that fast. In order to speed your car up, you have to pick up a little speed booster which gives you a little charge for a second. Other than that the game is fairly slow.

San Francisco Rush 2049 has five cars to choose from. The menus don't feel very slick, but some cars stick to the road better than others. So choose your vehicle wisely or you'll have a difficult time with controlling your car. This would be only to do if the game had some sort of interface to show the strengths and weaknesses for each car.

Overall, this title isn't too interesting. If you're into *San Francisco Rush*, then don't buy this game. If you're into GB racing titles, then buy this game.

Platform: Game Boy
Genre: RPG
Developer: Game Freak
Publisher: Nintendo

OVERALL RATING: 5.6
Graphics: 5.0
Sound: 5.0
Control: 5.0
Fresh Factor: 5.0
GenreFit: 10.0



Platform: Nintendo 64
Genre: Action
Developer: 3DO
Publisher: 3DO

OVERALL RATING: 4.0
Graphics: 5.0
Sound: 5.0
Control: 5.0
Fresh Factor: 2.0
GenreFit: 2.0



Platform: Game Boy
Genre: Racing
Developer: Midway
Publisher: Midway

OVERALL RATING: 5.0
Graphics: 5.0
Sound: 5.0
Control: 5.0
Fresh Factor: 5.0
GenreFit: 5.0



FINAL FANTASY

savior tells you all you need to know.

Graphics: If you've played any of Square's soft-core games (Final Fantasy, Chrono Cross, Venture Story, Parasite Eve 2) then you know they're renowned to create every last drop of graphical quality from the FX. And the FX that they've infused throughout the game is absolutely breathtaking. Nearly every major change in plot is illustrated in some quality CG. And attention to small details, such as the use of dozens of different animations per character, separate FFXIII from virtually every other RPG available.

Sounds: Loyal fans of Square RPGs have enjoyed some of the best in-game soundtracks over the years. If you're obsessed (like myself and many others), you'll be picking up the FFXIII soundtrack to add it to your collection. Dynamic scores add a sense of urgency to battles, melodic tunes make traversing the enormous world a pleasure, and in some boss battles the total absence of music creates an eerie focus on the life or death situation you're involved in. Familiar sounds like the whining battle bell and the "weeth" of a chocobo can be heard as well.

Story: This is where FFXIII really stumbled. A mute and emotionally distant lead character peaked me farther away from immersion in the plot. Through the entire first disc of FFXIII you don't even have a lead character. You'll be in control of nearly a dozen different party members, each being led by a different member. Characters that seem like they're in control during one point won't even be in your party at other points. All of the characters have a good amount of dialogue and a tangible reason for being involved in the quest at hand. What adds an immeasurable amount of depth to the story is the Active Time Events (or ATE). While the main story is taking place, characters not in your party at the time will be interacting with NPCs elsewhere. When something's going on that you may want to take a look at, the ATE icon will pop up on the screen. By pressing Select you can view the event, which is taking place. This gives the player a new level of control over how deeply they get involved in the story and the non-main characters' plights.

Magic System: Depths of the Atonement System found in FFXIII (like me) will be happy to know that it's not in FFXIII. Not in its original form, at least. It's been tweaked to be a little easier and a lot less complicated than its predecessor. Each character has a certain number of Ability Points (AP). Armor, longer weapons and accessories will come preloaded with certain abilities. Some of these abilities will be available to all party members; some will only be available to a select few. These abilities will also "cost" a specific amount of AP to equip. When you equip an item with an ability available to you, you'll lose the option of equipping and ability by equipping the required amount of AP. So if your character has a total of 19 AP, they'll be able to equip a

three S or abilities and one A or ability. In addition, each character will have a "Limit gauge." By defeating enemies while having an untrained ability equipped, you'll slowly raise the "learn meter." Once it's full, you'll be able to remove the item it's associated with and still be able to equip the ability. If you remove the item before you've learned its abilities, you won't be able to equip them without re-training the item. This may sound complicated on paper, but it takes a very short while to get used to. It's still inferior to the Materia system of FFXII, but at least it's something new.

Battle System: There's very little new in this area. One very cool addition is the ability to have four members in your battle party. If you get bored waiting for your next player's turn, having an extra attacker will make that wait a little shorter and less frequent. Anyone who's ever played an RPG will recognize the simple Active Time Battle (ATB) system. Your time gauge slowly goes up. Once it's full, you can either attack with your weapon, attack/heal/support with magic or use your character's ability. Another similarity to FFXIII is the "Trance Meter," which acts in the same manner as the Limit Break. Taking physical damage from an opponent will raise the Trance Meter. Once it's full, the character will go into Trance where their attacks will deal a good deal more damage. Unlike the Limit Break system, you have little control over when this occurs, so there's not much strategy involved.

Mini-Games: FFXIII had a ton of 'em. FFXIII had one. FFXIII has a healthy amount. Most of the mini-games are optional, but taking part in them can get you rewards such as rare cards or key items. This is just another one where the standard RPG formula gets broken up just enough to keep you interested in the overall game.

Tetra Master Card Game: The Triple Triad Card Game of FFXIII was fun, but it got a little confusing with all the different rule changes. The Tetra Master Card Game is more like solitaire: simple, fun and addictive. I honestly spent hours playing this mini-game. I challenged every single person I came across, battled with everyone who accepted the challenge and won every card seemingly available on Disc 1. The first thing I did when I got into Disc 2 was start challenging NPCs to card battles. The game itself is fun, but the quest to find all the cards, as well as the mystery of the game's instructions can make Tetra Master nearly as engrossing as the main quest at times.

CHARACTERS

One of the best things about FFXIII is the large cast of characters you get to control. Each of them have a detailed part of the story, as well as distinct strengths and weaknesses that make them all valuable to your party.

Zidane: "You don't need a reason to help people." Throughout the first two discs, Zidane is a major player in most of the storyline and battles. There is very little time when he will be out of your party and away from the action. This (get a tall) is a member of an elite gang of thieves known as Thieves' Guild. His fighting style is fairly straightforward, as most of the time you'll find him using standard weapon attacks. He deals with enemies blind, from knives to swords. Perhaps stronger than his skill with a blade, however, is his way with the ladies. There isn't a set of female lips in all the land that Zidane couldn't press his lip

on. And...except maybe the one he wants to kiss the most of all.

Writ: "How do you prove that you exist? Maybe we don't exist..."

Writ, Zidane and Dagger are more or less equal co-leads of the story. As you can tell from Writ's words, he's searching for a meaning to his existence. The battles he fights and the enemies he faces all draw him deeper into a state of confusion. Discovering where he's from, why he exists and where he's going consumes his thoughts. Writ is a Black Mage, meaning that most of his attacks will be in the form of elemental-based magic. He has the ability to learn increasing levels of Fire, as well as a ton of others.

Dagger (Princess Garnet): "Tomorrow I will be queen, but I will always be myself."

Princess Garnet takes on the pseudonym "Dagger" in an effort to hide her identity from the common people of the lands that she travels through with your party. She has lived a sheltered life within the confines of the Castle Alexandria walls, and his trouble

becoming in with ordinary folk. Her story focuses on her determination to find the cause to the turmoil unfolding within the kingdom she will someday rule. She travels and fights with your party in an effort to get meaning to what seems like a meaningless war and, more importantly, to stop it. Dagger is a summoner, but you'll find her much more valuable for her White Mage abilities. Spells like Cure, Life and Phoenix make her an invaluable asset, as she'll keep your fighters fighting.

Steiner: "Having sworn fealty, must I spend my life in servitude?"

What a big dope this guy is. The leader of the Mist Knights of Alexandria, Steiner's main function in life is to protect the Queen and Prince. This is what keeps him into the story, as he must follow Dagger and defend her with his life...whether she wants him to or not. Steiner is a stoic, and without someone giving him orders, he would be lost. He'll struggle with accepting the truth that Dagger uncovers in her journey, that he's directly involved with the belief that he has been based upon him as the defender of the royal family. What he lacks in brains, though, he makes up for in brawn. Steiner can be equipped with some of the most powerful swords in the game. When he teamed up with Writ, the little mage can use a little magic on his sword and give him the ability to deal elemental-based damage.

Freya: "To be forgotten is worse than death."

You'll first become acquainted with Freya during one of the many main games, where you'll compete against her for the title of Master (honor). And she's a lion to be reckoned with. Those who've played FFXII basics will recognize her skills as those of a Lunatic. She can be equipped with long spears, and has the ability to attack

continued on page 7...

www.gameshark.com

FFIXFAQ

Q: Is this the best Final Fantasy yet?

A: It is tied for the best (excluding Final Fantasy Tactics which was not an RPG). FFVII and possibly FFV were just as good, but not better.

Q: How long does it take to beat the game?

A: If you're just going straight for the end of the game, you can probably beat it in less than 10 hours. If you take part in some of the ATB's and mini-games (which I highly recommend), you can easily spend more than 50-60 hours with this game.

Q: How many characters can I get in my party?

A: You'll have access to 8 characters near the end of the game. There are a few characters that you'll be able to use in battle a few times, but they will not remain in your party afterwards.

Q: Is there a lot of FMV?

A: Hell yes, and it's all stunning. I've never seen this much FMV in a game before, and it's never been integrated so perfectly into the story.

Q: What do the numbers and letters at the bottom of the cards represent?

A: I don't know! I've been trying to figure that out for months now, but to no avail. I've refused to look at a strategy guide for the game, but now that I've beaten it, I may look just to see how those numbers and letters work.



...continued from page 6

straight up, attack with a *Jump* (forcing her to stay airborne for one turn) or to use her powerful *Dragon* skills. Freya's story is fairly peripheral during the first two discs, but focuses on her search for the only man she has ever loved. He disappeared from her life years ago. Without a clue as to why, she searches, not knowing whether he's even alive.

Quina: "I do what I want! You have a problem?" Quina takes up the role of "comic relief" as the search is for one thing...food. After entering a village or city with Quina in your party, you'll hear her/his (the game uses the phrase "she" when referring to Quina) thoughts on whether or not she thinks there's good food there. After which she'll take off in search of said food. She attacks enemies with various eating items, and deals a fair amount of damage with a standard attack. Quina's coolest feature is her/his ability to learn enemy skills. If an enemy is killed, she/he has been weakened with attacks, you can launch Quina's *Eat Attack*. If it's successful, she'll learn one of the enemy's abilities.

Diko: "I don't wanna' be alone anymore."

Being just an itty-bitty little thing, Diko doesn't deal much damage with his attacks; but she's got friends. Much like Desser, Diko has the ability to summon Eaters (yes, you know these as Guardian Forces) to battle her back. She is also trained in the ways of the White Mage, and can heal and cure party members in and out of battle. You'll find Diko late in the second disc, living in a secluded, run-down village. She's lonely and takes a liking to Zidane immediately. But it's her link with another party member that gets her truly involved in the storyline.

Ananai: "The only dependable thing about the future is uncertainty."

Cuties even later in disc two, there isn't much to say about Ananai. He appears to be a bounty hunter of sorts, and reluctantly joins up with your party if you can defeat him on an one with Zidane. He attacks with claw-pronged gloves, and has the ability to throw items at enemies (like the High in FF Tactics).

MOOGLES

Mozza is a member of the same gang of thieves that Zidane hails from. Taibloh is your party briefly during disc two, but his path leads him in a different direction from the rest of your group.

Others:

There is another character who will join your party during the second disc, but the fact that this person's role is that of an adversary up until that point, telling you about it would only spoil some of the game's wonderful twist. You'll just have to wait and find out for yourself.

MOOGLES

These furry little Poitoinen wanderers play a major role in your quest...that is, if you feel like saving your game. These critters carry around big books with them, and can save your progress when you come across one. When you're on the World Map, you'll be able to call one from afar by blowing through a special flute, thus giving you the ability to save your game anywhere when you're out roaming the wilderness.

Moogles also have something called *Magpie*. It's the ability for them to communicate with each other telepathically. It seems that the Magpie is having some trouble as of late, though, and they'll ask for your help while the system is down. If you feel like it, you can carry letters to and from Moogles at their request. I haven't gotten anything special (rings, weapons, etc.), but you do get to read all of the letters upon delivery and take a peek into the world of the innocent bystander, as the Moogles will tell each other how the story is unfolding through their own eyes.

Occasionally a Mooglet will get the entrepreneurial bug and start up what's known as a *Magpie*. Here you'll be able to purchase items like Potions, Remedies and Phoenix Downs.

The Mooglet's last role (this far into the game) is that of a teacher. You'll view a *ATB* (yes, part one of my previous) every so often during which an older, wiser Mooglet will teach something to a younger Mooglet. During the *ATB* you'll learn what the young Mooglet is learning, and either much needed information for your quest.

CHOCOBO HOT AND COLD MINI-GAME

Aside from the card game (more to come), the other major mini-game introduced within FFX is the Chocobo Hot and Cold. Here's how it works. After catching your very own Chocobo (a big chicken that you can ride like a horse, for those who don't know) you can ride him into the Chocobo Forest and play a Mooglet to let you play the game. He'll spin a wheel which you use to ride the Chocobo around the enclosed area,

pressing the X button to make him pound his back into the ground. When he does this, he'll respond with a Chocobo squeak. The louder the squeak, the closer you are to treasure. Once you find treasure, you'll have to pound the dig button to get your Chocobo to get down to it.

You can find some standard items this way, but you can also find some Chocobag treasures. These are virtual clues to treasure that can be dug up while riding your Chocobo in the World Map. Just pull up the picture on your Chocobag, find the location on the World Map and dig up your treasures. You'll find some valuable items this way.

EDDOLDS

We may have noticed that I mentioned these guys earlier. Eddolds are FFXII's version of the summon spell *FF7* and *FFVI* or Guardian Force (GF). One of them (FFIX) are the responsibilities of saving the summon beasts like pets. Back are the ways of using them to be devastating forces they were born to be. Characters with the ability to call upon them need only have learned their call and have sufficient magic points (MP) to bring them and their powerful abilities into a battle.

Another refreshing change is the absence of long drawn out summon animations. It used to take anywhere from 20-50 seconds to bring a beast into battle, get them to do their thing and they go home. The first time you call upon a beast, you'll see their full, beautiful animation. Each time afterwards, you'll just get the attack portion of it, which lasts just as long as any other magic spell or item animation.

CLOSING

Final Fantasy is back in a big way. The first disc was incredible, and the middle discs that follow just get better and better. The main story and large cast of interactive characters keeps things interesting, while the card game and *ATB*'s break up the feeling of "just playing another RPG." Nearly every FFXII-related trick I receive also may I think it better than FFXII. At this point I'd have to say it's just as good.

Guess who's hacking codes for the PS2?

Well, not me 'cause I'm stuck with a ton of late-release Dreamcast titles. Apparently someone at Sega forgot that nothing tends to sell from December to March, something about Christmas money will already be spent. Dunno, but I'm stuck in the trenches with Dreamcast. FNG on the other hand is

busy hacking circles around me on the PS2. From the lack of cursing I see that it's tons faster than the Dreamcast for hacking, so codes should be flowing at the time of release. Just yesterday FNG went through Sky Odyssey, Fantavision, Orphen and ESPN Winter X-Games

Snowboarding on the PS2, I wrote a Rant and got stuck on Pod and Championship Surfer for the Dreamcast. I think the PS2 is going to go a little smoother, either that, or I just suck.

Speaking of hacking, LK is conveniently out of the office today. Seems he agreed to a little gag when Woody and I found some hideous

clothing articles on eBay. LK agreed to wear a tube top, not quite terrycloth, but close, and a pair of hotpants for the entire week so long as we provided free lunch, the high point

being Red Lobster if he made it to Friday. With the late arrival of the tube top he put in a mere 25 minutes yesterday in "uniform," and surprisingly is nowhere to be found today. Lesson number one, don't take a bet you can't follow up on, 'cause what we think of next'll be much,

much worse. And lesson two, if you're going to back out, don't use some lame excuse like, "We never defined the time limit for performing the action, I think I'll do it the third week in 2012, for real man." Yeah, that's a great

argument. I remember a certain office member who tried to back out on a bet with me and savior, the loser had to tandem pole... er, be in the next stall when our scary ex-webmaster went on his daily toilet rampage. He backed out, and for months was torment-

ed by savior and I. Perhaps LK will see things a bit differently if you all request the photo shoot of him in uniform; be sure to email lik@gameshark.com and submit your requests.

Hmmm, okay, like you care about that, I'll get back to PS2. Along with code support we will also be offering a ton of programmers cheats as soon as we get the ball rolling,

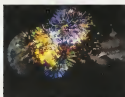
because we're just that good. All you need do at this point is camp out for another month or two until Sony actually produces enough systems so that more than one person on your block may own one. And those with a library of PS One titles should be happy to

hear that along with the PS2 disc there will also be a disc for PS One titles. So yes, you'll have to put your old GameShark to rest for the new system, but the new one comes

packed in with the PS2 disc, just because we love you. And that's it, I'm dry, can't think of another thing to tell you about. PS2 codes should be popping up in the very next issue, and PS3 codes in the issue after that. And I imagine I'll still be stuck on

that damn Dreamcast, FNG laughing all the way...

-CodeBoy



GAME RELEASE SCHEDULE

Dreamcast

12/16/00 Half-Life
12/16/00 Evil Dead: Hell To The King
12/30/00 Ace Steel
1/1/01 Deer Avenger
1/1/01 Sierra Sports: Game Room
1/1/01 Stunt GP
1/1/01 System Shock 2
1/15/01 Dragon Rider
1/15/01 Playable Hype
1/15/01 YP
1/16/01 IHRA Drag Racing
1/16/01 MetropolisStreet Racer
2/15/01 Evil Twin
2/15/01 F1 Championship 99
2/15/01 Legend of the Blademasters
2/16/01 M.O.U.T. 2025

Game Boy

12/16/00 Batman Racing
12/16/00 The Simpsons
12/16/00 WWF No Mercy
12/16/00 Yogi Berra's Great Balloon Blast
12/23/00 Harley Davidson: Race Across America
1/16/01 Barbie Pet Rescue
2/16/01 Action Man
2/16/01 Matt Hoffman's Pro BMX

Nintendo 64

12/14/00 Crocker's Bad Fur Day
12/14/00 Scooby Doo: Classic Creep Capers
12/13/00 Batman Beyond: Return of the Joker
12/13/00 Donald Duck: Goin' Quackers
12/13/00 WCW Backstage Assault
12/14/00 Super Bowling
12/24/00 Paper Mario
1/17/01 Dinozaur Planet
1/17/01 Mega Man 64

PlayStation

12/19/00 Sea Dog Hydro Cross
12/27/00 Lion King 2: Simba's Mighty Adventure
1/1/01 Backyard Football
1/1/01 Blue's Clues: Blue's Big Musical
1/1/01 Martin Galtie
1/1/01 MTV Sports: T.J. Lavin's Ultimate BMX
1/1/01 Scooby-Doo
2/15/01 Batman Racing
2/15/01 Inspector Gadget
2/20/01 NASCAR Racers
2/20/01 Nicktoons Racing
12/17/00 Bugs Bunny & Tex Time Dusters

PlayStation 2

2/1/01 Seven Blades

Catch Any Pokemon (Gold and Silver)

Here's quite possibly the coolest code you could find. With this code, you'll be able to catch any Pokemon you want, whenever you want. Here's how it works. Take any one of the Pokemon listed below (for this example, we'll use Charmender) and use the 2-digit number next to them to replace the XX in the main code. Using our example, we would now have 01xxedd0.

So how does it work? Walk into a grassy area, and you'll fight whatever Pokemon is indigenous to the area as usual. When it's low on health, capture it with a Pokeball. The difference here is that when you capture it, instead of the pictured Pokemon, you'll be the proud owner of whatever Pokemon you used in the cheat code! Use this to complete your Pokemon roster.

Main Code:

01xxedd0

Replace xx with:



01: Bulbasaur	34: Alowth	67: Exeggutor	9A: Megarnum	CC: Kurugidama
02: Ivysaur	35: Perstan	68: Cubone	9B: Hinorashi	CD: Fureosou
03: Venusaur	36: Psyduck	69: Marowak	9C: Magnamashi	CE: Nokoche
04: Charmender	37: Golduck	70: Bakufun	9D: Gakufun	CF: Guraiga
05: Charmeleon	38: Mankey	71: Hitmonlee	9E: Wansnake	D0: Hageneru
06: Charizard	39: Primeape	72: Hitmonchan	9F: Angerbu	D1: Snubille
07: Squirtle	3a: Growlthe	73: Lickitung	A0: Odairu	D2: Guranburu
08: Wartortle	3b: Arcanine	74: Koffing	A1: Otachi	D3: Herusen
09: Blastoise	3c: Polwhig	75: Weezing	A2: Gotschi	D4: Hassama
0A: Caterpie	3d: Polwhirl	76: Rhyhorn	A3: Hoho	D5: Tsutotsubo
0B: Metapod	3e: Polwrath	77: Rhydon	A4: Yonuzokuku	D6: Herakuroso
0C: Butterfree	3f: Abra	78: Chansey	A5: Rederba	D7: Nyura
0D: Weedle	40: Kadabra	79: Tangela	A6: Redoran	D8: Himeguma
0E: Kakuna	41: Alakazam	7A: Kangaskhan	A7: Redoran	D9: Renguma
0F: Beedrill	42: Machop	7B: Horsea	A8: Arakobu	DA: Magumagaku
10: Pidgey	43: Machoke	7C: Seadra	A9: Kuroba	DB: Magumakauko
11: Pidgeotto	44: Machop	7D: Goldeen	AA: Chonochi	DC: Urnuu
12: Pidgeot	45: Bellapout	7E: Seaking	AB: Rantan	DD: Inomu
13: Rattata	46: Weepinbell	7F: Staryu	AC: Pichu	DE: Sanigo
14: Raticate	47: Victreebell	70: Staryu	AD: Pi	DF: Topopou
15: Spearow	48: Tentacool	71: Jynx	AE: Pupunn	E0: Okutan
16: Fearow	49: Tentacool	72: Scyther	AF: Togeti	E1: Dribado
17: Ekans	4A: Geodude	73: Jynx	B0: Toguchifuku	E2: Nantain
18: Arbok	4B: Graveler	74: Magmar	B1: Nertie	E3: Eamado
19: Pkachu	4C: Golem	75: Pinsir	B2: Nertie	E4: Denubiru
1A: Raichu	4D: Ponyta	76: Tauros	B3: Morsu	E5: Henuga
1B: Sandslash	4E: Rapidash	77: Magikarp	B4: Mokoko	E6: Ringudoru
1C: Sandslash	4F: Slowpoke	78: Gyarados	B5: Denryuu	E7: Gomazou
1D: Nidoran Female	50: Slowbro	79: Lapras	B6: Kurehana	E8: Dorphin
1E: Nidorina	51: Magmetite	80: Drtto	B7: Marni	E9: Porygon2
1F: Nidoqueen	52: Magneon	81: Eevee	B8: Marumun	EA: Okubirin
20: Nidoran Male	53: Farfetch'd	82: Vaporeon	B9: Usakibi	EB: Doburu
21: Nidorino	54: Doduo	83: Jolteen	BA: Myrototo	EC: Banuki
22: Nidoking	55: Dodrio	84: Flareon	BB: Honekko	ED: Kappera
23: Clefairy	56: Seel	85: Ponygon	BC: Popokko	EE: Muchura
24: Clefable	57: Dewong	86: Onix	BD: Watsuko	EF: Eledid
25: Vulpix	58: Grimer	87: Onix	BE: Epamu	FD: Butti
26: Ninetails	59: Muk	88: Kabuto	BF: Hmansttu	F1: Nrutanku
27: Jigglypuff	5A: Shellder	89: Kabuto	CD: Kimiwari	F2: Hapinasu
28: Wigglypuff	5B: Cloyster	90: Aerodactyl	C1: Yanyama	F3: Raifu
29: Zubat	5C: Gastly	C2: Uga	C2: Uga	F4: Enten
2A: Golbat	5D: Haunter	C3: Nuo	C3: Nuo	F5: Seakun
2B: Oddish	5E: Gengar	C4: Efi	C4: Efi	F6: Yagrasu
2C: Gloom	5F: Onix	C5: Barakid	C5: Barakid	F7: Sanagrasu
2D: Vileplume	60: Drowzee	C6: Yamkurasu	C6: Yamkurasu	F8: Bangrasu
2E: Paras	61: Hypno	C7: Slowing	C7: Slowing	F9: Luga
2F: Parasect	62: Krabby	C8: Maura	C8: Maura	FA: Houba
30: Venonat	63: Krieger	C9: Annon	C9: Annon	FB: Serebin
31: Venomoth	64: Volorb	97: Hew	97: Hew	
32: Diglett	65: Electrode	98: Chikonta	98: Chikonta	
33: Dugtrio	66: Exeggute	99: Berfu	99: Berfu	

Skill Modifier Codes! (Both Gold and Silver)

Check out these sweet codes. Tired of getting your butt kicked because you don't have any cool attacks? Use the 4 line "main" code as your template for your own custom move list. Each line represents an attack. Choose one attack from the list below, and then use the two-digit number before it and replace the XX in one of the lines in the main code.

For example, if you wanted to give yourself the Double Kick as the first attack in the list, you would change 01xx2cda to 01182cda. Simply fill in the 4 blank spots with your four favorite moves, and you'll be ready to kick some serious pokebutts!

Main Code:

01xx2cda

01xx2dda

01xx2eda

01xx2fda

Replace xx with:

02 - Karate Chop

03 - Double Slap

04 - Comet Punch

05 - Mega Punch

06 - Pay Day

07 - Fire Punch

08 - Ice Punch

09 - Thunder Punch

0A - Scratch

0B - Vice Grip

0C - Guillotine

0D - Razor Wind

0E - SwordsDance

0F - Cut

10 - Gust

11 - Wing Attack

12 - Whirl Wind

13 - Fly

14 - Bird

15 - Slam

16 - Vine Whip

17 - Stomp

18 - Double Kick

19 - Mega Kick

1A - Jump Kick

1B - Rolling Kick

1C - Sand Attack

1D - Head Butt

1E - Horn Attack

1F - Fury Attack

20 - Horn Drill

21 - Tackle

22 - Body Slam

23 - Wrap

24 - Take Down

25 - Thrash

26 - Double Edge

27 - Tail Whip

28 - Poison Sting

29 - Twin Edie

2A - Pin Missile

2B - Leer

2C - Bite

2D - Growl

2E - Roar

2F - Sing

30 - Supersonic

31 - Sonicboom

32 - Drizzle

33 - Acid

34 - Ember

35 - Flamethrower

36 - Mist

37 - Water Gun

38 - Hydro Pump

39 - Surf

3A - Ice Beam

3B - Blizzard

3C - Psybeam

3D - Bubblebeam

3E - Aurora Beam

3F - Hyper Beam

40 - Peck

41 - Drill Peck

42 - Submission

43 - Low Kick

44 - Counter

45 - Seismic Toss

46 - Strength

47 - Absorb

48 - Mega Drain

49 - Leech Seed

4A - Growth

4B - Razor Leaf

4C - Solar Beam

4D - Poisonpowder

4E - Stun Spore

4F - Sleep Powder

50 - Petal Dance

51 - String Shot

52 - Dragon Rage

53 - Fire Spin

54 - Thunder Shock

55 - Thunderbolt

56 - Thunder Wave

57 - Thunder

58 - Rock Throw

59 - Earthquake

5A - Flare

5B - Dig

5C - Toxic

5D - Confusion

5E - Psychic

5F - Hypnosis

60 - Meditate

61 - Agility

62 - Quick Attack

63 - Rage

64 - Teleport

65 - Night Shade

66 - Mimic

67 - Screech

68 - Double Team

69 - Recover

6A - Harden

6B - Minimize

6C - Smoke Screen

6D - Confuse Ray

6E - Withdraw

6F - Defense Curl

70 - Barrier

71 - Light Screen

72 - Haze

73 - Reflect

74 - Focus Energy

75 - Hide

76 - Metronome

77 - Mirror Move

78 - Selfdestruct

79 - Egg Bomb

7A - Lick

7B - Smog

7C - Sludge

7D - Bone Club

7E - Fire Blast

7F - Waterfall

80 - Clamp

81 - Swift

82 - Skull Bash

83 - Spike Cannon

84 - Constrict

85 - Amnesia

86 - Kinesis

87 - Softboiled

88 - Hi Jump Kick

89 - Glare

8A - Dream Eater

8B - Poison Gas

8C - Barrage

8D - Leech Life

8E - Lovely Kiss

8F - Sky Attack

90 - Transform

91 - Bubble

92 - Dizzy Punch

93 - Spore

94 - Flash

95 - Psywave

96 - Splash

97 - Acid Armor

98 - Crabhammer

99 - Explosion

9A - Fury Swipes

9B - Bonemerang

9C - Rest

9D - Rock Slide

9E - Hyper Fang

9F - Sharpen

0A - Conversion

01 - Tri Attack

02 - Super Fang

03 - Slash

04 - Substitute

05 - Struggle

06 - Sketch

07 - Triple Kick

08 - Thief

09 - Spider Web

0A - Mind Reader

0B - Nightmare

0C - Flame Wheel

0D - Snore

0E - Curse

0F - Flail

0A - Conversion2

0B - Aeroblast

0C - Cotton Spore

0D - Reversal

0E - Spite

0F - Powder Snow

0A - Protect

0B - Mach Punch

0C - Scary Face

0D - Flare Attack

0E - Sweet Kiss

0F - Belly Drum

0A - Sludge Bomb

0B - Mud - Slap

0C - Octazooka

0D - Spikes

0E - Zap Cannon

0F - Foresight

0A - Destructy Bomb

0B - Persi Song

0C - Ice Wind

0D - Detect

0E - Bone Rush

0F - Lock - On

0A - Outrage

0B - Sandstorm

CA - Giga Drain

CB - Endure

CC - Charm

CD - Rollout

CE - False Swipe

CF - Swagger

D0 - Milk Drink

D1 - Spark

D2 - Flare Cutter

D3 - Steel Wing

D4 - Mean Look

D5 - Attract

D6 - Sleep Talk

D7 - Heal Bell

D8 - Return

D9 - Present

DA - Frustration

DB - Safeguard

DC - Pain Split

DD - Sacred Fire

DE - Magnitude

DF - Dynamicpunch

E0 - Megahorn

E1 - Dragonbreath

E2 - Baton Pass

E3 - Encore

E4 - Pursuit

E5 - Rapid Spin

E6 - Sweet Scent

E7 - Iron Tail

E8 - Metal Claw

E9 - Vital Throw

EA - Morning Sun

EB - Synthesis

EC - Moonlight

ED - Hidden Power

EE - Cross Chop

EF - Twister

F0 - Rain Dance

F1 - Sunny Day

F2 - Crunch

F3 - Mirror Coat

F4 - Psych Up

F5 - Extremespeed

F6 - Ancientpower

F7 - Shadow Ball

F8 - Future Sight

F9 - Rock Smash

FA - Whirlpool

FB - Beat Up



Using the N64 GameShark Pro Memory Editor

Here I am once again sharing some seemingly trivial information with the GameShark community. I say trivial simply because many of you out there already know how to use the GameShark Pro's memory editor. However, trivial these hacking tips seem to be, I still feel that there are at least 1 or 2 GS Pro users who are happy to see these small bits of information shared with everyone. Since the PSX and N64 GameShark Pro memory editors are almost identical, I decided to share something other than a PSX to N64 conversion of last week's tip. Today I'm going to show you how to find passwords with the memory editor. I know it's a simple use for such a wonderful tool, but it's fun to find programmers' cheats before anyone else does.

I'll be using a copy of **Extreme-G 2** for this hacking tip, so if you can get your hands on this title, feel free to hack along with me.

Step 1
This is the hard part. Start up **Extreme G 2** with the GS Pro's Code Generator OK.

Step 2
Play the game until you unlock a programmer's cheat password. (Example: **SPIEYE**)

Step 3
Once you've found a password that you can work with, press the GS button on your GameShark to enter the main menu.

Step 4
Highlight Memory Editor and press the "A" button.
Step 5

Press the "X" button once again and choose "Text Search" from the next menu to begin your search for programmer's cheats.

Step 6
In the text search box that appears, enter the password you earned and press the "A" button.



Step 7
When the search is complete, look at the right side of the screen for the text you searched for. (You should find "spye" among several other strange words.) Write down every word that you see, 99% of the time the words that are located around the one you searched for are other passwords.

Let's take a look at what we've found



Break it down FNG!

Here's what the right side of your screen should look like:

```
5d 11c
k xxx
2064
juggle
exchange
mistake
inplace
nitr
old spir
at eye line
at
```

Separate the words on the right of the screen and enter them as your name at the lake selection screen in "Extreme Contest" mode to see if they have any effect on the game.

FLICK = Enables "Mad Graphics" cheat
XXX = Enables "Fast Racing" cheat
2064 = Enables "Wipe Out" vehicles
JUGGLE = Enables "Random Circuit Tracks" cheat
MISTAKE = Enables "Infinite Weapons" cheat
MISPLACE = Enables "All Mantis" cheat
NITROD = Enables "Infinite Nitro" cheat
SPIRAL = Enables "Spraying Screen" cheat
SPIEYE = Enables an overhead camera view
LINEAR = Turns on "Wire Frame Graphics" mode

So, what's so special about finding these small programmer's cheats? Ahh, good question! If you're able to turn these cheats on and off with password codes, then you should be able to hack a GameShark code that will enable ALL of the cheats to be on at one time.

PlayStation Code Types

Once again, I must appeal to the masses and begin to get a bit more advanced in my hacking tips. Since I've been receiving e-mails asking me about different code types for the PSX, and I've only gone into detail on "3 codes" and "9 codes" (Weapons and Activators) in past hacking tips, I've decided to let everyone know about the other code types that are available to PSX GameShark owners. I think I'll explain why you see codes starting with 3's and 8's.

The "8" code is the PlayStation code you see most often. What is it? The **80000000** code types simply write a 16-bit value to a specified memory address.
16-bit Value = **0-85535** in Decimal / **0-FFFF** in Hexadecimal.

The "3" code is considered a Byte code. **30000000** code types simply write an 8-bit value, a single byte, to a specified memory address.
8-bit Value = **0-255** in Decimal / **0-FF** in Hexadecimal.

Here's an example:
Let's say that I found a code for handgun ammo in a game and it looked like this: **80123456 01FF**

When I entered this code into my GameShark to test it and found that the amount of ammo in my clip was only equal to 255 (FF in Hex) and not 511 (FFF in Hex), I'd be able to conclude that address

80123456 not only contained the number of rounds in my clip, but it may also be telling the PlayStation what weapon I have in that item slot. If I changed the first half of the value (01 of 01FF) to 02, it may change the weapon I have in that item slot, or the weapon I have equipped.

After changing **80123456 01FF** to **80123456 02FF**, I noticed that in my imaginary game the handgun changed to an Uzi, but the same amount of ammo was stored in the clip (255).

So, what can I do with this information? You can create 2 codes out of 1 by splitting the 16-bit code into 2 8-bit codes. (This is where the "3" code comes in.)

Here's how to split **80123456 01FF** into 2 8-bit codes:

Ammo:
80123456 00FF
Weapon

80123457 00FF

(I placed two question marks in the value of the weapon code because those two digits can be changed to acquire the desired weapon in that item slot.)

So how the heck did I decide what the addresses of these "3" codes would be, and what value went with each address? I'm glad you asked.

Break it down FNG!

The code **80123456 01FF** contains two bytes of information (Two 8-bit values). It contains the value for address **80123456** and **80123457**. (I know, it's a bit confusing, but bear with me.)

Here's the 16-bit code entered into the GameShark: **80123456 01FF**

Here it is with the value broken down into XX and ZZ. The "ZZ" portion of the value is attached to memory address **80123456**. The "XX" portion of the value is attached to memory address **80123457**.

The GameShark needs to be told to only write the value "XX" to 1 byte of an address, so you must change the "8" to a "3" before entering the code into your GameShark.

Well, those are the basics of "3" and "8" codes. I hope you aren't as confused as I was the first time this was introduced to me.

NOTE

Nintendo 64 code types are quite different, and will be explained at a later date. Please do not put "3" codes into your Nintendo 64 GameShark unless they are found on this site.

game shark upgrades

PlayStation 2

1 Standard GameShark

A. You've used to play current version of the GameShark along with a check or money order for \$18.00 and we will replace the code to the version 1.2. This version will not contain the code generator. And will allow compatibility with all of the newer titles.

B. You've used to play current version of the GameShark along with a check or money order for \$18.00 and we will replace your Standard GameShark with a GameShark Pro version 1.2. This version 1.2 contains a code generator that allows you to back your own codes and will be compatible with all of the newer titles.

2. GameShark Pro

A. You've used to play version 1.2 and we will upgrade the code to the 1.2.

C. If you use version 1.2, send to your GameShark along with a check or money order for \$5.00 and we will upgrade it to the version 1.2.

PlayStation3

1. Standard GameShark better version 1.2 has been used to your standard GameShark better version 1.2 along with a check or money order for \$20.00 and we will replace it with the GameShark C2B version 1.4. The GameShark C2B allows you to set up a PC to back your own codes.

A. You can contact your standard GameShark code or call 1-800-765-4084 and for \$5.00 you will receive an upgrade C2B that will upgrade your standard GameShark to the version 1.42. The version 1.42 will be compatible with all of the newer titles.

B. You can send to your standard GameShark along with a check or money order for \$20.00 and we will replace it with the GameShark C2B version 1.4. The C2B will allow you to set up a PC to back your own codes.

3. GameShark Pro

To upgrade your GameShark Pro contact support@game shark.com or call 1-800-765-4084 to find out about the upgrade C2B that will upgrade you to the version 1.2. The upgrade C2B is \$5.00.

4. GameShark C2B

The version 1.4 is the current version of the GameShark C2B. No new upgrades are available. You can contact support@game shark.com or call 1-800-765-4084 to receive an upgrade C2B for \$5.00.

GameBoy

You can send to your current version of the standard GameShark along with a check or money order for \$18.00 and we will replace it with the GameShark Pro version 1.2.

As new upgrades are released,
they will be posted on:
www.game shark.com.

GAMESHARK FAQ

How can I activate the Pokemon codes for the Game Boy GameShark Pro? Before you begin, make sure the slide switch on top of the GameShark Pro is slid towards the GB button. Follow the instructions in the GameShark Pro manual for entering and deleting cheat codes. When you start the game you'll see "memory switch is off for this game". At this point, slide the switch away from the GB button. On the game title screen, slide the switch back towards the GB button. The codes are now active.

Is there an upgrade for the v1.3 GameShark C2B for PlayStation?

Yes, the v1.4 C2B upgrade C3 is now available for \$5.00 (U.S. funds). Contact support@game shark.com or call (415) 765-4084 to place an order.

Most of my PlayStation game titles work with preloaded codes, but some games like Gran Turismo, Gran Turismo 2, Street and Metal Gear Solid don't. Is my GameShark broken?

No, the GameShark isn't broken. These games have multiple versions and therefore there are different sets of codes that have to be entered. For example, if the codes for Metal Gear Solid aren't working then you need to enter the Metal Gear Solid v1.5 codes as a new backup. The additional versions for these games are available from www.game shark.com.

How can I change the page on my Active Memory Card for PlayStation?

On the system memory card manager screen, hold "L", "R" and "Start" on your controller until you see a blinking dot and then the current page number on the card display. To change the page, keep the "Start" button held and release the "L" and "R" buttons. The will continue to hold "Start" and then press "R" to increase or "L" to decrease the page number. When it's showing the page you want, release "Start".

OVER 1000 GAMESHARK CODES
ARE FEATURED IN EACH ISSUE

OH YEAH!

Sign me up for 6 issues of **GameShark Magazine** (1-year subscription) for just \$16

Name _____

Address _____

City _____

State _____

Zip/Postal _____

Country _____

Email Address _____

☐ Amex ☐ MC ☐ Visa ☐ Check/Money Order

Credit Card # _____

Exp. Date _____

Card Holder's Name _____

Card Holder's Signature _____

Residents of the following states must add the applicable sales tax: MD 4% FL 6% TX 7.25% CA 6.25%

Canadian, Caribbean/South American and Puerto Rican Subscribers please add \$3.00

Offer good only in the U.S., Canada and Puerto Rico

Return this form to
GameShark Magazine
335 Clubhouse Lane
Hunt Valley, MD 21039-1467

To order by phone, call an InterAct
customer service representative at
415-765-4084 weekdays 9:00 am -
8:00 pm EST

SUBSCRIBE!



Unlimited
GameShark
Ammunition!

GO BIG OR GO HOME



BABBITT
CRISTY

TODD
RICHARDS

CURRY
"HART ATTACK"
HART

BUCKY
LASIK

BOB
BURQUEST

FLYIN'
RYAN
NYQUIST

DAN
"MANGLE BOB"
MORA



**YOU THINK YOU CAN GO BIGGER
THAN THIS BUNCH? YEAH RIGHT!**

With a combined total of 41 X Games and Gravity Games medals, you think you'd have no chance in hell of ever going bigger than this crew. That's where you're wrong and InterAct is going to help you get there. And the payoff is oh, so sweet. When you purchase InterAct, GameShark and Performance brand videogame accessories now through the end of February 2001, InterAct will give you chances to win posters, skateboards, snowboards, BMX and motorcross bikes, big ticket electronics and some killer trips. Those chances will come every day, every week, and every month through February 2001. It's simple.

Buy products. Earn points. Win. What are you waiting for?

A personal invite from Todd or Barrett?

Check out GoBigWinBig.com for official rules and instructions.

GameShark.com

318 Club House Lane, Suite 1000

P.O. Box 1407

Hunt Valley, MD 21030-1407

www.gameshark.com

PSRRT STD
U.S. POSTAGE
PAID
BALTIMORE, MD
PERMIT No. 3327

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

**People interested in helping out in any capacity,
please visit us at www.refomags.com.**

We only scan magazines with a cover date prior to December 1999.
No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

